



Download -->-->--> <http://bit.ly/2JYmMqs>

## About This Game

### Jump to a new level of adventure

Journey with the shaman panda, Juju, and his lizard sidekick, Peyo, as they embark upon a dangerous and mystical journey to save Juju's father and the world from an ancient evil. Run, bounce, chant, and battle humongous bosses with a friend or family member in this beautifully animated, lighthearted adventure.

### Story

Juju's father, Jambee, heads out to perform his daily rituals, unaware that Juju and Peyo have followed. While the elder is momentarily distracted from his work, the curious duo steps in, accidentally releasing a terrible and ancient spirit. Jambee bravely dives into battle with the creature, but he is not victorious and barely manages to pass a magical mask to his son before being captured. Now, it's up to Juju and Peyo to gather the mystic keys and magic ambers needed to seal away the spirit and save the day.

### Characters

*Juju* – our main hero. A small, brave panda embarking on an exciting adventure to save his father, and the world.

*Peyo* – Juju's best friend. Despite his clumsiness, he's ready for anything and will gladly help save Jambee and defeat the evil spirit.

---

*Jambee* – a powerful shaman and Juju’s father. He’s captured by an evil force, but in his last moment of freedom gives his child a magical mask, and with it, a task to save the world.

*Guardian of the Mask* – the heroes’ guide and helper that leads them to the pieces of the mystical key and aids in the journey.

## **Features**

*Unique art style* – the vibrant world of JUJU will leave every face smiling as players venture through brilliantly animated landscapes and come face-to-face with striking enemies.

*Family-friendly multiplayer* – grab a friend or family member for two-player cooperative play. JUJU is enjoyable for all skill-levels and allows the second player to jump in or out any time.

*Intense boss fights* – from towering robots to giant sea creatures, players will go head-to-head with nefarious (and huge!) bosses to gather the four pieces of the mystic key.

*Secrets and collectables* – the adventure isn’t over yet. JUJU features secret areas, hidden levels, and other game modes to keep you playing long after saving Jambee.

---

Title: JUJU  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Flying Wild Hog  
Publisher:  
Flying Wild Hog  
Release Date: 10 Dec, 2014

a09c17d780

**Minimum:**

**OS:** WindowsXP/Vista/7/8

**Processor:** 3.0 GHz Intel Pentium 4 or 1.8 GHz AMD Athlon 64 3000+

**Memory:** 1 GB RAM

**Graphics:** nVidia GeForce 6800GT or AMD Radeon X1950 Pro (256MB VRAM with Shader Model 3.0 or higher)

**DirectX:** Version 9.0

**Storage:** 5 GB available space

**Sound Card:** DirectX Compatible Sound Card with latest drivers

**Additional Notes:** Windows-compatible keyboard and mouse required, optional Microsoft XBOX360 controller or compatible

English,French,Italian,German,Polish,Portuguese,Russian









---

JUJU is a great game for when you wanna take a break from a stressful game. The game consists of multiple worlds and levels in each world. Not too difficult to figure out where to go, but getting from point A to point B might be a little challenge. I give it a 10V10. Great story, gameplay, graphics, and sounds.. Nice casual platformer, great if you have someone to co-op with.. This game follows the story of Juju and Peyo who witness Juju's father engaged in some kind of occult ritual. When his father is distracted curiosity gets the better of the children and they interfere with the ritual unwittingly opening up portals between worlds; unleashing hoards of demonic creatures amongst them and allowing Juju's father is captured by one of these eldritch horrors. Juju and Peyo have to battle through the different worlds to retrieve parts of the talisman to rescue Juju's father whilst he is subjected to unthinkable torment\u2026 in a family friendly way.

This is a charming, colourful, casual platformer which is obviously aimed at children but still very enjoyable for adults. It looks good and the music is fun. The controls and enemies are quick to get the grips with and new concepts are introduced gradually. It is best enjoyed with a partner but the second player can drop in and out at any time. There are bonus levels hidden throughout which are a bit repetitive but completing them all unlocks some extra levels which are more challenging.

All in all this is excellent, I wish there were more local co-op games of this quality available.. Juju sums up to a very enjoyable throwback to classic jump'n'runs, being very reminiscent of games like Rayman, Giana Sisters and foremost, and in particular, Donkey Kong. Despite it bringing nothing extraordinary new or challenging to the table, it manages to combine a delightful setting and cute graphics with all the existing tropes of the genre in a very satisfying and casual friendly way - especially if you play in Co-Op.

The rather inconsequential premise of the game involves the name giver of the game, Juju, and his friend, Peyo, messing with a ritual Juju's father performs, turning their color- and peaceful little world upside down, subsequently needing them to remedy their careless mistake by putting the evil back into the metaphorical bottle they released it from. They do that by traveling through four worlds with nine levels each (with the first world having an extra introductory level), respectively including two boss fights and a bonus level you gain access to by gathering coins in the preceding levels, concealed in very amenable mini challenges, which in turn are hidden behind one of the easy to find secret portals scattered throughout, all in all leading up to a final and decisive boss fight.

The levels are all very beautifully designed, with varying, distinct and colorful themes, cleverly overshadowing the fact that the gameplay itself is rather basic - which is not meant in a diminishing way at all; all of it feels very well implemented and well put together. Over the course of the game, Juju and his friend will learn new tricks to overcome the challenges presented to them, making it easier for non-experienced players to collect the secrets they might have missed in earlier levels. One of the more unique features, and, depending on which character you play, is the ability to either play bongos or rattle your tail, which is then used to paralyze enemies, summon bridges or unlock extra crystals to collect. The controls have a very responsive and lenient feel to them, never leaving you with that sense of seeping rage pixel-perfect platformers tend to evoke and are just as easy to be picked up as rewarding, even for younger gamers. It has a great Co-Op, whose functionality effortlessly outshines that of other entries in the genre, with an easy to drop in and out mechanic and which is very forgiving to a player that might rely on his counterpart to solve one of the more challenging stages, literally putting them in a bubble to be dragged along until they feel comfortable to join in again. Furthermore, there are several additional modes like time-trial you can replay each level in, adding a layer of replayability to each of them.

The only real con I found to be kinda off-putting is Juju's rather inconsistent difficulty, with some of the later levels and bosses being somewhat easy compared to their predecessors, and some parts of the game feeling like they were developed with Co-Op as an afterthought or not having it taken into account properly - especially in the bonus levels with autoscrolling mechanic, it can lead to one player setting the tone and the other more often than not following in the aforementioned bubble, mainly due to a slight misstep, the other player being more skilled or because of the in these parts sometimes wonky acting camera. Thankfully, these experiences are in the minority though. Also, if you expect to find a challenging game here that puts the skills of an experienced gamer to the test, you most likely will rather be disappointed; Juju is not a hard game at all, although this doesn't necessarily mean that there ain't more demanding parts here and there.

All things considered, Juju is a fun and kidfriendly afternoon pastime best enjoyed in Co-Op and which I can wholeheartedly recommend, especially when its on sale. If you're looking for an easy and enjoyable throwback down nostalgia lane or some fun hours spent with your kids or nieces and nephews, this is definitely something worth taking a look at.. It's like Donkey Kong

---

Country, but on PC. Maybe a bit less difficult.. Great family game. Played through it with a 4 year old who absolutely loved it. The best part was the second player doesn't die, so long as the first player stays alive (or vice-versa), so the 4 year old was able to fully enjoy the game without the threat of dying.

I definitely recommend this game, especially for parents & children to play together, or anyone looking for a quick game to play through on their off time.

Also want to note the adorable graphics and worlds. Very creative, colorful, and might I say, cute.. fun platformer, local co-op is fun with friends. What can I say? This is a fun platformer, with entertaining elements, great environments, good music and fun design.

My kids and I all enjoy it. As a parent of budding gamers I am interested in finding safe games for them to start out with and this game is just right. Not too easy as to be boring, but not so challenging that it is frustrating, and not bloody and mature.

I call this a child safe game, that adults can enjoy too, and definitely recommend it.



---

A very fun platformer that follows the vein of Donkey Kong Country: Returns. My only criticism is that the bonus levels repeat themselves; having a variety (like the SNES Donkey Kong Country 2 and 3 games) would be awesome.. I am really digging this game. It is a delightfully simple platformer that is amazingly forgiving: perfect for even the slowest child.

Astonishingly, it supports a variety of different control schemes mix and matched. (Any combination of up to two keyboard players (same keyboard) Vtwo controllers, including a mix and match of the two). I am using a 360 gamepad, so I don't know how well third party controllers. Worst case scenario you could use xpad or something and map the buttons to keystrokes.. A poor mans Donkey Kong Country Returns.

Not only does it not really have that many original ideas but it's also not as good as the source material, I can only recommend this to people who have either exhausted the better alternatives or don't have access to them.

Even then, only at a massive discount.. Linux a Mac version?. So there's a lot of things done right in this platforming game:

- + Beautiful level design
- + Underwater levels which remind me of Donke Kong Country and thus, are fun
- + Great controls and visuals
- + The music is at least decent
- + The game offers a lot of content. Time Trial, Hardcore mode, bonus levels.. you can find anything!

But of course, there are also a few negative aspects about this game. Which ones you ask? Well I'm so glad you asked, so here they are:

- The bonus levels are always the same and thus, bore quite quickly
- If you fail a bonus level, you have to kill yourself in order to be able to retry
- There are no explanations nor a manual in the game whatsoever. If you forget how to do several things, you're on your own
- The moving speed is too slow

I'd still recommend this game to platformer fans, though. If you liked New Super Mario Bros, Banjo-Kazooie or any game similar, you will love this.

. this is a Very good pick if you are looking for a family game for all ages, and there are not soo many around

. "JUJU was created because the developers' wanted a co-op game that they could enjoy playing while allowing their kids to join in."

This is the game in a nutshell, and as far as i can tell they have succeeded. There are lots of very forgiving mechanics that let an adult and a child play together. (even small children, i play this with my 4yo) After playing for a while i can let him play himself, only to drop in from time to time to help out in tricky parts. He loves it and i enjoy it too.

. What is JUJU, other than a badass bongo playing panda?

Like the store describes, it's a platformer featuring an adorable cast of animals, that make music, while engaging in their platforming queste of collecting everything that can be collected.

My playtime on JUJU is not the highest, I have not yet completed the game either. However I have finished the first world segment, engaged in boss fights, played bongos, learned how to fly and managed to get a grasp that's good enough for a first impression.

Mind you, this review is personal bound, you may agree or disagree, I speak for no-one but myself.

What does JUJU right?

+ JUJU's levels are relatively short, this however is not a bad thing but makes it ideal for a game you just pick up and play for a short while till you've got your fill. It also helps that the levels are relatively short as you have portals in each level that can only

---

be attempted once during a given run.

+ JUJU's world is a beautiful, vibrantly coloured world that really comes to life with all the critters wandering around in it. The use of colour also engages the player in exploring each nook and cranny for portals or other little secrets.

+ Music, while I've heard the same music being played over again, it doesn't hinder or get annoying. It's quiet fitting with the theme of the game and the level design.

+ Difficulty, the game gives you an initial laydown of the controls in the very first level you enter, however after that it's reduced to a minimal popup of explanations (I recall having seen one after defeating a boss). The game introduces new hazards, new enemies, new interactive platforms gradually while playing through a level. It also does this in a way that you don't get overwhelmed.

+ Enemies, there are plenty of them, they look different, they have their own unique little thing. Stomping crabs is all fun and games, getting needles in your fluffy behind from a hedgehog costs you a life!

+ Drop-in / Drop-out Co-Op. No need to do it at the start of a level or at a checkpoint, you can do it at any given time.

What has bothered me about JUJU so far?

- Camera, while I'd say the camera is your buddy 90% of the time, there are moments where it seems to have somewhat of a difficulty keeping up with your character, this can lead to cringe worthy deaths that could have been easily avoided. Granted the levels are short so you don't lose a whole lot of progress, everything you did in between checkpoints has to be done over though.

- Relatively short, the game seems to be relatively short. I've completed the first world and my progress is at 23%. Looking at the background in the menu I'm going ahead and assume there are 4 worlds total. While there is some replayability, there isn't much to do in a level once you have completed it.

Do I recommend this game? Yes.

Do I recommend it for its current price? If you're out for a quick platformer fix that can be played solo or in co-op without expecting anything of extraordinary length, yes.

---

[Sable Maze: Twelve Fears Collector's Edition](#)  
[Kid Baby: Starchild crack download offline activation](#)  
[Hand of the Gods: Core Set Bundle crack folder download](#)  
[Frigus nferos Torrent Download \[PC\]](#)  
[One Troll Army download for pc \[torrent Full\]](#)  
[Super Dungeon Bros - Soundtrack Bundle 1 \[full version\]](#)  
[Little Nightmares - Upside-down Teapot activation code download](#)  
[Strategic Command Classic: WWII Torrent Download \[hacked\]](#)  
[ReMaz! download for windows PC](#)  
[Fractal To Desktop Activation Code \[Xforce keygen\]](#)